U/SNS-AWBE-USA

The Sporting News™ BASEBALL

KIDS TO ADULTS

K-A

AGES 6+

INSTRUCTION BOOKLET

HUDSON GROUP

HUDSON SOFT®

SUPER NINTENDO®

ENTERTAINMENT SYSTEM

Thank you for adding THE SPORTING NEWS™ BASEBALL to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title.
In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

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CONTENTS

STARTING THE GAME IN PENNANT MODE (2,3)

STARTING THE GAME IN OTHER MODES (4,5)

EDIT MODE (6~9)

VIEWING ANGLES AND DISPLAYS (10,11)

CONTROLLING THE GAME (DEFENSE) (12~15)

CONTROLLING THE GAME (OFFENSE) (16~18)

BASEBALL FIELDS (19)

TEAMS (See enclosed list)

NOTE

The game cassette includes a backup battery feature for saving games being played. Saved data will be stored by power from a lithium battery even if the power is shut off. Note however that repeatedly turning the power switch ON and OFF needlessly may cause stored data to be lost.

Some rules followed in this game may differ slightly from actual baseball.

STARTING THE GAME IN PENNANT MODE

Insert the cassette into the SNES and turn the power switch ON. After a logo screen, the title screen will appear. Press the start button and a mode select screen will appear.

"The Sporting News™ Baseball" includes 5 modes for playing games, such as the EXHIBITION mode. The modes EDIT and OPTIONS are also available for editing and setting up team and player data.

Basic Controls

(1) Control Pad: Move cursor
(2) A Button: Select
(3) B Button: Cancel
(4) X Button: Change defense
(5) Y Button: Change offense

PENNANT—Pennant Race Mode

In this mode, you can select your favorite team and play pennant games against the computer by following a given schedule. You must fight to win the league championship. If you win, your team goes to The Series to play against the other league champion, winner takes all! The battery backup feature can be used to store individual statistics regarding pitchers and fielders.

Selecting this mode

Press the Control Pad up/down to align the cursor with PENNANT and select using the A Button.

Opening the pennant race

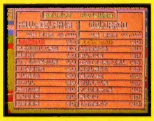
When starting a new game, first select START and choose your favorite baseball field using the A button.

Beginning a Pennant Race

Selecting a Team and the Number of Games
Choose a team and the number of games to play using the Control Pad and the A button. An overall schedule for the number of games you have selected will be displayed. You can scroll through the schedule using the Control Pad.

Setting the order and errors
While the game schedule is displayed, game order and the error setting can be changed by pressing the A button.

Setting the Defense and Offense
Select auto or manual play using the X button for fielding and the Y button for running and confirm using the A button.



Selecting the Starting Pitcher
Select a starting pitcher from the 10 players displayed on the screen.

Continuing a Pennant Race

First choose PENNANT mode and select START. Then select the file representing the pennant race you wish to play. Files may be copied by selecting COPY or deleted by selecting DELETE.

SPECIAL PENNANT MODE RULES

Rotation Rule: A pitcher cannot play in the next game after a start unless there are at least 3 days between starts.

Extra Innings and Rematches: Extra innings are only played up to the 15th inning. At that point a tie score results in a tie and a rematch is played.

STARTING THE GAME IN OTHER MODES

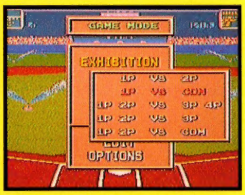
This section describes the other playing modes available with "The Sporting News™ Baseball". In addition to EXHIBITION mode and ALL-STAR mode, which allow up to 4 players to play at once, modes include HOMERUN and WATCH mode.

EXHIBITION — EXHIBITION Mode

In this mode, you may select your opponent in addition to your own team. You can play against the computer or play against up to four players. Only one game is played in this mode.

Selecting this mode

Select EXHIBITION on the mode selection screen and then select the number of opponents you will be playing against on the window displayed next.

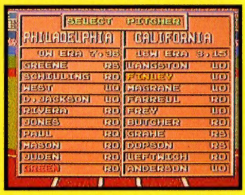


Selecting teams, defense and offense

Select your team and then the opposing team. Next, select whether to bat first or second using the Control Pad. Then select auto or manual play for the fielding and running using the X and Y buttons. Whether or not the designated hitter rule is in effect depends on the league to which the team batting second belongs. If the team batting second is from the American Division, the rule is in effect.

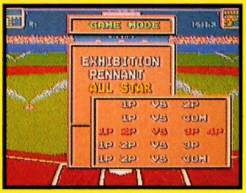
Selecting the field and starting pitcher

Select the field in which to play with the Control Pad. Use the X button to select whether to play a day game or a night game. The game will start as soon as you select a starting pitcher.



ALL-STAR — All-star Mode

This mode allows you to play dream teams made up of true all-star players from the National and American divisions. Just as in EXHIBITION mode, you may play with up to four players or against the computer. Starting the game is the same as EXHIBITION mode, but team selection is replaced by league selection.



HOMERUN — Homerun Competition Mode

This mode allows you to conduct a homerun competition by yourself or with one other player. Select HOMERUN from the mode selection screen and select the number of players. Select how many balls you will be hitting, 10, 20, 50 or 100, and then select your team and the field where the competition is to be held. The game will start after you select the batter you will use in the competition.

WATCH — Watch Mode

WATCH mode allows you to watch games that the computer plays against itself. Starting the game is the same as in PENNANT and EXHIBITION modes, but you may insert designated hitters during the game and even participate. (For details, see pages 16 and 17.)

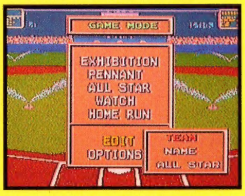
About Multiplay

Multiplay using a Multi-Player Adapter (Hudson Soft's Super Multitap recommended) is divided between hitters and runners for the offense and between the pitcher and fielders for the defense. Players take turns at bat. Each player can substitute pitchers and fielders by pressing the START button and pressing the Control Pad left/right. Players alternate with each other between pitcher and fielders.

Note: This mode cannot be selected unless a sufficient number of controllers are connected to the system.

EDIT MODE

In addition to the five playing modes, "The Sporting News™ Baseball" also includes an EDIT mode for creating your own teams and players. This section describes the four EDIT mode functions available.



Select EDIT using the Control Pad. Once in EDIT mode you will find team, name, and all-star edit functions. Editing for each is separated by fielders and pitchers.

TEAM — Team Edit

TEAM mode allows you to edit data such as first at bat, batting order and defensive positions. You can change order in any way you want. You can also field teams under your own original colors.

Changing the batting order

Use the Control Pad to align the cursor with a player you wish to replace. Press the A button and that player's data will turn yellow. Next, align the cursor with the player you wish to use instead. Press the A button and the players will be switched. Selecting "Pitcher" will display the bullpen, but no substitution can be made.

Changing defensive positions

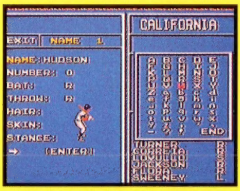
Use the Control Pad to align the cursor with the player whose defensive position you wish to change, then press on the right side of the Control Pad. The player's defensive position status will turn red. Then you can swap positions with another player in the same way as when changing the batting order.

NAME — Name Edit

TEAM mode allows you to create and save original players. You can select the player's name, batting technique, style and other attributes to create an entirely original player. The new player can be used to replace players already registered. The number of original players which may be created and saved is limited to 18 fielders and 10 pitchers.

Selecting a storage bank

Select the bank where you wish to store a new player using the Control Pad. Selecting "Pitcher" and pressing the A button will cause the pitcher name edit screen to appear.



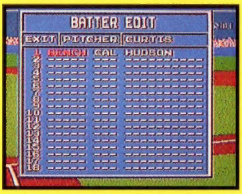
Name Edit

Move to the line you want using the Control Pad and select letters for the name using the A button. Use the B button to make corrections.

Selecting and saving player number, batting technique, throwing style and type

Move the cursor using the Control Pad and change each attribute using the A and/or B buttons. Next, place the cursor on "Enter", choose the player's team using the L and R buttons, and press A to save. Finally, place the cursor on the player you want to replace and press the A button to make the replacement. Pitchers may be similarly created and saved by selecting "Pitcher Name Edit" when selecting a storage bank.

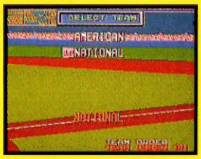
Selecting bench or farm



Registered players are displayed in either the "pitcher" or "batter" bank. They may be selected as "bench" or "farm" players using the A button. If "bench" is selected, a player can be fielded from the next game.

ALL-STAR — All-star Edit

All-star edit allows you to change the players to be fielded and the batting order using already registered players. This allows you to create your own all-star teams! Team order can be changed for both the National and American divisions by selecting "All-star" from the edit mode list. The order of each team can be called up by pressing the L or R button. Put the cursor on the player you wish to use and press the A button. Next, put the cursor on a player you wish to replace in the current order and press the A button. If you wish to replace a pitcher, align the cursor with "Pitcher" and press the A button to call up the pitcher order list. After this, replacing pitchers is the same as replacing fielders.



If you want to delete data...

If you wish to delete the data you have created using the EDIT mode, choose "RESET" on the edit screen and press the A button. All data will be reset to its original condition at this point.

OPTIONS — Option Mode

Option mode lets you select the rules of the game and the level of difficulty. Select the item you wish to set and change by pressing the A or B button. When finished, choose "EXIT" and press the A button. (Inning and level settings cannot be made for pennant races.)

Innings
Selects the number of innings per game from 1 to 9.

Level
Sets the computer level. The initial setting is "normal," but may be changed to "hard" or "expert."

Error
Selects whether or not errors are recorded.

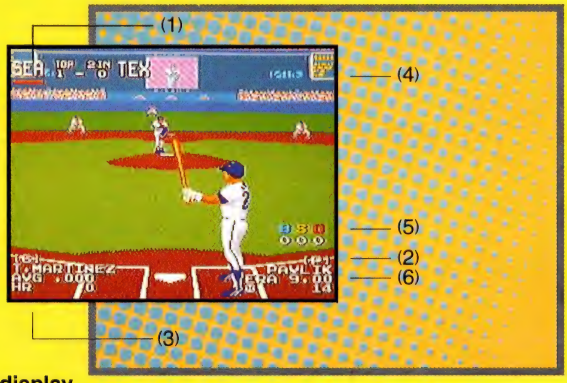
Music
Selects whether or not to play background music during games.

VIEWING ANGLES AND DISPLAYS

The viewing angle automatically changes between one of two modes depending on game conditions: Battery mode is where the Pitcher and batter are viewed as seen from behind homeplate, and Field mode is where fielders chasing the ball can be seen from above.

BATTERY MODE

Battery mode is a 3-D type view which focuses on the pitcher and the batter as commonly seen in television broadcasts of baseball games. Various game statistics are also displayed just like they are on TV.



(1) Score display
Shows the current score and inning.

(2) Runner display
Shows runner positions.

(3) Batter data
Shows the batter's batting order, name, batting average and number of home-runs.

(4) Pitching speed
Shows the speed of the pitch.

(5) Count
Shows the strikes, balls and outs.

(6) Pitcher data
Shows the pitcher's name, ERA and number of pitches thrown this game.

FIELD MODE

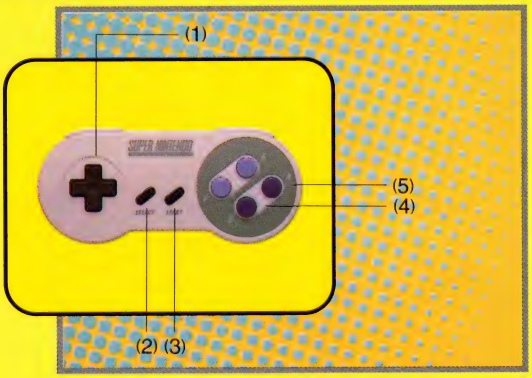
In field mode, the screen scrolls to follow the motion of the ball. The view automatically changes to Field mode if the baseball is hit or if the pitcher attempts to throw out a runner. At the same time, a diagram of the playing field is shown in the lower right corner of the screen. This view can be used during gameplay to check the positions of the fielders, the runner, and the ball.

Field diagram

Shows the fielders as red, the runners as blue and the ball as white. Fielders who are covering bases are not displayed.

CONTROLLING THE GAME (DEFENSE)

The game will start soon after a play mode has been selected. You'll have a more exciting and realistic game if you take the time to learn how the game is controlled. Here's how to control the defense.



(1) Control Pad: Used to change pitch location, course, shift, ball, etc.

(2) SELECT button: Used to call up the shift screen.

(3) START button: Used to call time.

(4) B button: Used for touching bases and check throws.

(5) A button: Used for throwing pitches and throwing the ball from the outfield.

*The A and X buttons and B and Y buttons may be used interchangeably

Changing pitchers and fielders, and switching modes

After calling time using the START button, it is possible to change pitchers and fielders. You may select a relief pitcher by choosing CHANGE PITCHER, or you may change defensive positions, or even replace a fielder, by choosing CHANGE FIELDER. Both selections are made using the A button. It is also possible to switch between WATCH mode (where your team plays automatically) and PLAYER mode (manual play) at this time. (see page 16)

PITCHING

Determining pitch location
Use the left and right buttons of the Control Pad to position the pitcher and use the A button to begin the pitching motion.

Determining speed
The speed of a pitch is determined by pressing the upper or lower button of the Control Pad during the pitching motion. (Up = slow, down = fast)

Determining the course of the pitch
The left and right buttons of the Control Pad can be used during the flight of the ball to adjust its course.

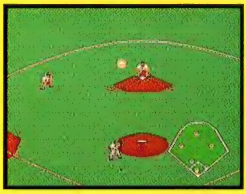
Changeup pitches
After throwing a pitch, a changeup can be thrown using the Control Pad.

* Note that changeups may be weak depending on the ability of the pitcher. For more information on the abilities of pitchers, see enclosed list.

Throwing a forkball
You can throw a forkball by holding down the upper button of the Control Pad throughout the pitching motion. Note that the forkball is only available to pitchers capable of throwing this pitch.

FIELDING

Fielding
Field balls by moving fielders to where the ball is heading using the Control Pad. In the case of fly balls, the fielder will automatically assume a fielding posture and catch the ball once he is in proper fielding position.



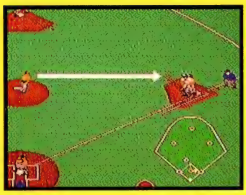
Throwing
After a ball is fielded, select the base to throw to using the up/down/left/right buttons of the Control Pad. Then press the A button to throw the ball. The ball will be thrown to first base if no other base has been specifically chosen.

Tagging Bases
You may tag a base by using the up/down/left/right buttons of the Control Pad. Then press the B button to select the bag. This causes the fielder who fielded the ball to run to the specified base and tag.

Diving Catches
A diving catch may be made by pressing the A or B button with careful timing, just as the ball is about to arrive. The fielder will make a diving catch if your timing is correct.

Checking Runners

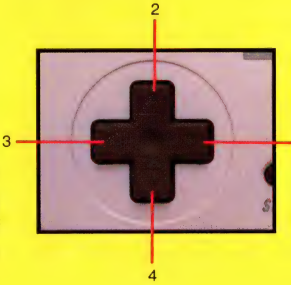
You can make the pitcher check runners by pressing the B (or X) button before he enters his pitching motion. When a runner is checked, the viewing angle will change to Field mode. The ball can be thrown to check a runner by choosing the base, using the Control Pad and then pressing the A button.



Selecting Bases

1: First Base
2: Second Base
3: Third Base
4: Home Plate

The Control Pad is used to select a base when throwing fielded balls, tagging bases and during base running. Each base corresponds to one of the Control Pad buttons as shown in the figure above.

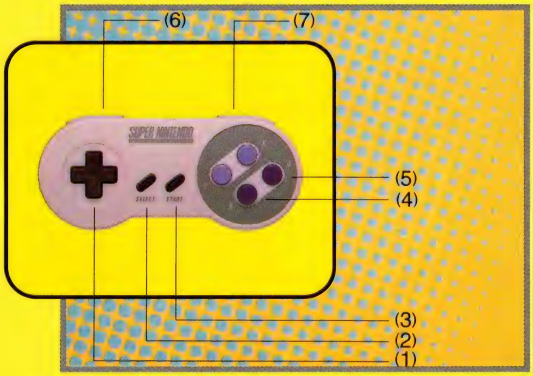


Shifting Defenses

The defense can be shifted to play close, far, to the left or to the right. To shift defenses, press the SELECT button, and then use the Control Pad to change the defense. To return to a normal defense, press the SELECT button and then press the B button. Players always resume their normal field positions at the next at bat.

CONTROLLING THE GAME (OFFENSE)

Batting is the main ingredient of a baseball game. The controller can be used for all kinds of batting action from tremendous home runs to simple bunts.



(1) Control Pad: Used to determine batter's position and the direction of hit balls.
(2) SELECT button: Used to display batting record.
(3) START button: Used to call time.
(4) B button: Used to make the batter bunt or a base runner advance bases.
(5) A button: Used to make the batter swing or a base runner return to base.
(6) L Button: Used to advance all runners.
(7) R button: Used to return all runners.
*The A and Y buttons and B and X buttons may be used interchangeably.

Checking Prior At Bat Statistics

When a batter comes up to the batter's box, his statistics for the game as well as season statistics are briefly displayed at the bottom of the screen. The same information can be called up again by pressing the SELECT button.

Pausing the Game

To pause the game, press the START button to call time. By pressing the A button, and then selecting WATCH using the Control Pad your team will play automatically. Pause the game and select PLAY when you wish to resume playing.

BATTING

Hitting
Adjust the position of the batter using the Control Pad. Press the A button to make him swing. Be sure to use careful timing.

Bunt
Hold down the B button and press the A button to set up a bunt. A bunt can be cancelled by releasing the B button. A "push" bunt will result if you press the A button again just as the batter bunts the ball.

Special Batting Techniques

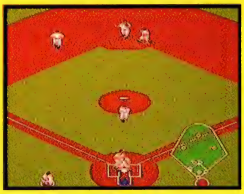
The ball can be hit in different ways by holding down the Control Pad when the bat meets the ball.The upper button results in a down swing, while the lower button results in an up swing. Follow-through can be changed by pressing the left or right buttons of the Control Pad.

Pinch Hitters and Pinch Runners

Player substitutions can be made by calling time with the START button and pressing the A button. If you wish to change batters select CHANGE BATTER. If you wish to change runners, select CHANGE RUNNER.

RUNNING

Advancing Runners
Select the base you wish to advance by using the Control Pad and press the B button. You can make all runners advance by pressing the L button.



Returning to Base
Select the base you wish to return to and press the A button. You can make all runners return to base by pressing the R button.

When There Is More Than One Runner
Use the Control Pad to select the base you wish to advance or return to, and then the A or B button. It takes a lot of practice to be able to independently move multiple runners.

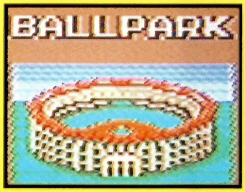
A Word of Advice...
When running bases, you must consider the relative strengths of a runner's running ability and a fielder's throwing ability. Player statistics can be found in the enclosed list. Try using this information during the game. It will make you a better manager!

BASEBALL FIELDS

There are a total of 3 baseball fields which you can play on. Night games are possible in all fields.
The Dome Stadium has all the amenities of a modern baseball structure, similar to those of Houston, Montreal, and Minneapolis. The Ballpark resembles the more traditional arenas of New York, Boston and Detroit. The Dream Field represents a by-gone era when baseball was played in the cornfields of the Midwest for simple pleasure and a love of the sport.

NOTE: A Ball hit into the cornfield on a bounce will result in a ground-rule double.

One of the fun aspects of this game is deciding how to best change your strategy, such as changing your lineup, depending on the different field sizes and fence heights found in the different ballparks.



NOTE: Never discount the enduring presence of Baseball's legends. The mystique of the game was born with them and on any given day... a Shoeless Joe could take you the plate.

ERA Calculation

ERA is calculated using the formula: ERA = (earned runs X 9)/number of innings pitched. Only pitchers who have pitched at least a certain number of times (at least as many innings as games played by that team) are listed in the ERA rankings.

*Innings are counted by 1/3 inning (1 out).

*Although earned runs are a score given to a pitcher based on walks, hits and homeruns allowed, in The Sporting News™ Baseball an ERA can be hurt by errors as well.

Batting Average Calculation

Batting average is calculated using the formula: batting average = safe hits/total at bats. Only players who have gone to bat at least a certain number of times (at least 3.1 times as many at bats as games played by that team) are listed in the batting average and homerun rankings.

*Walks, sacrifice hits and sacrifice flies are not counted as at bats when calculating batting averages.

Strikeouts

This statistic represents the total number of strikeouts a pitcher has thrown against opposing teams.

Magic Numbers

A magic number is the number of victories required to qualify for the playoffs.

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